

Drucifer's Advanced Traps For HEROQUEST

Pesky Heroes, always interfering with your best laid plans? Are they in your place killing your minions? Worse yet are they stealing the treasures that you have rightfully stolen? If so try out some of these conveniently placed traps, guaranteed to liven up your experience as an evil overlord just trying to make ends meet.



Serrated Disk

A spinning jagged Serrated Disk suddenly emerges from the floor, wall, or ceiling, shearing everything in its path in half. When a Hero triggers the Serrated Disk, they roll 3 white dice and take damage in Body Points equal to the number of skulls rolled. Armor may be rolled to reduce this damage. The trap remains active until the end of the quest and cannot be disarmed after it is activated. Heroes passing through a square with an active Serrated Disk trap roll 2 white dice and take damage for each skull rolled. Armor may be rolled to reduce this damage.



Substance Jet

A Substance Jet releases a sustained substance in to a square. The substance may be: Acid, Fire, Gas, or Steam.



Acid Jet deals 1 Body Point of damage to the Hero that triggers it and permanently reduces armor worn by that Hero by 1 Defense Die. An Acid Jet will create a pool that increases in size each round on Zargon's turn. Zargon's first turn will fill all 4 spaces adjacent to the trap with acid, Zargon's second turn will fill all four spaces diagonal to the trap with acid. The trap will not grow after the second turn and remains for the rest of the quest. Any armored figure moving through an acid space will roll 1 Defense Die, on a Skull result they take 1 Body Point of damage and their armor is reduced by 1 Defense Die permanently. Armor reduced to "0" Defense Dice is destroyed. An Acid Jet cannot be disarmed once triggered.



Fire Jet deals 1 Body Point of damage to the Hero that triggers it. If it is a floor jet it will shoot directly to the ceiling as a column of fire. If it is wall mounted, it will shoot directly to the opposite wall stopping at a wall or door. It affects each space directly in the path and blocks line of sight. Any figure moving through a burning space will take 1 body point of damage. Armor has no affect. A Fire Jet cannot be disarmed once triggered.



Gas Jet deals 1 Body Point of damage to the Hero that triggers it, additionally the Hero falls unconscious. They will remain that way until the Gas Jet is disarmed. While unconscious the Hero cannot attack, defend, or perform actions. A hero that moves adjacent to an active Gas Jet will fall unconscious, and will remain that way until the Gas Jet is disarmed.

An active Gas Jet may be disarmed in the following ways:

- 1) A Tempest or Genie spell cast on it will destroy it and the Hero will wake on their next turn.
- 2) A Fire of Wrath or Ball of Flame spell cast on it will destroy it and the Hero adjacent to the trap will take the damage dealt by the spell (no roll). If they survive, they will wake on their next turn.
- 3) A ranged attack roll of 3 skulls will destroy it and the Hero will wake on their next turn.



Steam Jet deals 1 Body Point of damage to the Hero that triggers it and all scrolls held by the Hero are destroyed. Armor has no effect. A Steam jet will create a pool of water that increases in size that round, on Zargon's turn. It will fill all 8 spaces surrounding the trap with water. Movement through the water is reduced to 1 red die if a hero starts or finishes their movement in the water. Heroes moving into the water count each space in the water as though it were two spaces. The pool will not grow after the after Zargon's turn and remains for the rest of the quest.

The Steam Jet blocks line of sight and can be disarmed after Zargon's turn. Heroes moving through a Steam Jet space take 1 Body Point of damage and all scrolls held by the hero are destroyed.



Jaws of Doom

A massive iron construct, the Jaws of Doom may be located in a ceiling, wall, or floor. When it is triggered it attacks the triggering Hero with 2 Attack Dice. If it deals 2 Body Points of damage it will recede back into the wall, floor, or ceiling. If not, it will attack the Hero again on Zargon's turn and only recedes once it has done a total of 2 Body Points of damage. Heroes may attack the Jaws of Doom if it has not receded back in to the wall, floor, or ceiling. It has 1 Body Point, 0 Mind Points, and 0 Movement. If it is not disarmed or destroyed, and has receded it will trigger again when a Hero is adjacent to the space where it is located. Place the Zargon stone face chit on the square where the Jaws of Doom is located. If it fails to deal a total of 2 Body Points of damage it will remain active and attack any adjacent Hero on Zargon's next Turn.



Ethereal Monstrous Hand

When triggered, the Ethereal Monstrous Hand deals 1 Body Point of damage to the triggering Hero. It then latches on to the Hero. Each turn after the Hero performs their move action, Zargon will roll 1 red die and move the hero that many squares in the direction of the nearest enemy or trap. Once the Hero engages an enemy or triggers a trap, the Ethereal Monstrous Hand will dissipate and the Hero will be free to move without the interference of the Ethereal Monstrous Hand.



Toxic Vapor Cloud

When triggered, the Toxic Vapor Cloud deals 1 Body Point of damage to the triggering Hero. Any Hero that passes through the Toxic Vapor Cloud takes 1 Body Point of damage. Any Hero that starts or ends their turn on the same square as the Toxic Vapor Cloud takes 2 Body Points of damage. The cloud is invisible and no marker is placed on the square where it is located. If triggered the trap will remain active until the end of the quest. The only way to disarm this trap after it has been triggered is to use a tempest spell on the space where the trap is located.



Iron Box

A heavy iron box drops from the ceiling and imprisons the triggering Hero on the trapped square. A Hero imprisoned in the Iron Box is considered removed from play. An imprisoned Hero may be rescued by any other Hero that successfully unlocks the Iron Box by disarming it. Each failed attempt causes the box to collapse inward dealing 1 Body Point of damage to the hero inside the box. Once the Iron Box is successfully disarmed, the imprisoned Hero is rescued and returned to play by its controlling player. The Iron Box blocks the space once it is triggered and remains in play until the end of the quest.

Mage Knight Trap Pack



HEROQUEST & Wizkids 3D Dungeons Trap Pack Visual Reference Gallery

The 3D Dungeons Trap Pack comes with 8 Trap Miniatures, and 12 Trap Tiles. The tiles are not the focus of this particular article. They are 4 times the size of the HeroQuest squares. However, the traps work pretty well in comparison to the Elf from the Main Game System.





